

Decimal Cards

Purpose:

The purpose of this activity is to help your child understand decimal place value.

Link to Number Framework:

Place Value, Stages 7-8

What you need:

- A deck of cards with the face cards and jokers removed (aces count as 1s and 10s count as 0s).

What to do:

- Choose a target decimal number (eg 4.825).
- Deal each player 6 cards (two more cards than the number of digits in the target number).
- Each player has to construct a number as close as possible to the target number. For example if a player is dealt 3, 4, 4, 5, 7, 9 the closest number they can make is 4.795.
- The player whose number is closest wins a point.
- The winning player chooses the number for the next round.
- You can play either that the first player to get 5 points wins, or whoever wins the most out of 10.

What to expect your child to do:

- Use place value to decide which cards to use and in which order.
- Be able to tell you how many ones, tenths, hundredths etc in the number.
- Understand that the cards in the higher 'places' make more difference to the overall size of the number than those in the smaller 'places'.

Variations:

- Change the number of decimal places in the target number.
- Require that the number be the closest possible number **less than** the target number.
- Require that the number be the closest possible number **more than** the target number.
- Include the jokers and allow them to be used as a wild card (any digit).